MAGTF Information Operations

Major Rob Krieg

DOCEMUS PRIMAM ACIEM

040409

Admiral Ellis

- "Properly executed, Information Operations could have _halved_ the length of the [Kosovo] campaign."

- "There is a need for Integrated Information Operations. Instead of writing IO annexes to military plans we should write military annexes to IO plans."
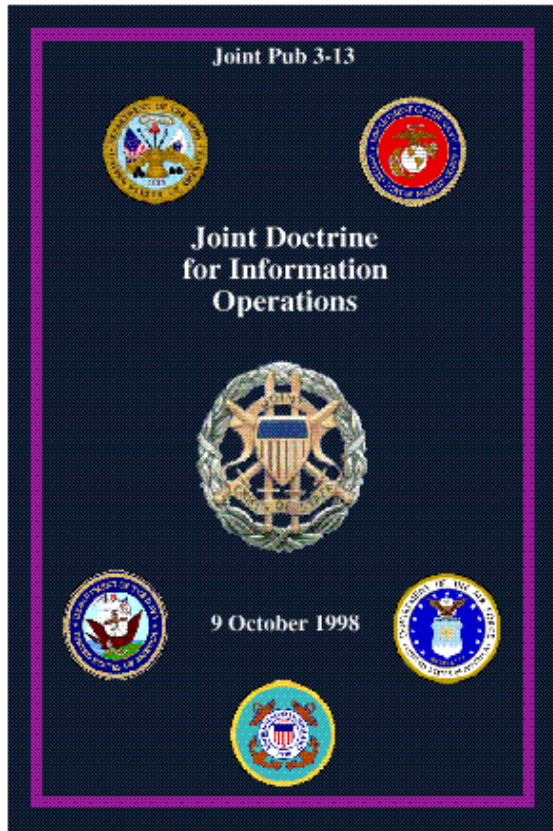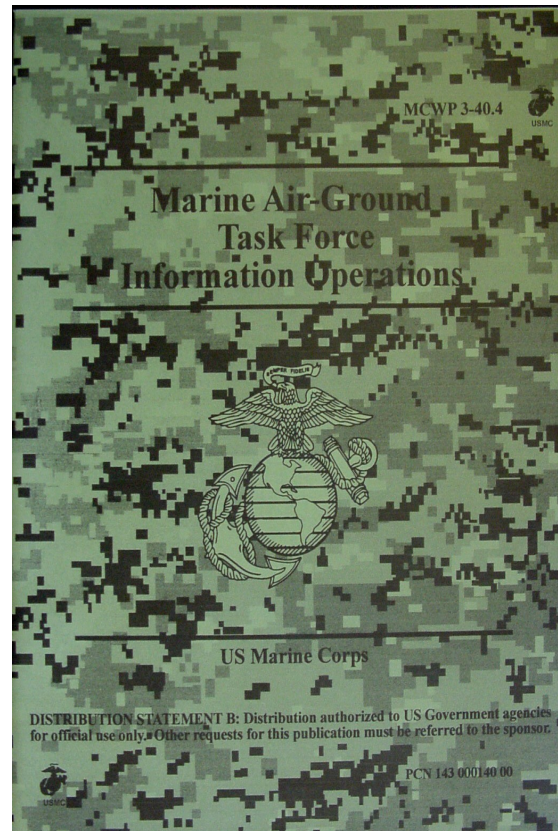
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Purpose

- Discuss and define IO actions

- Discuss IO planning, MAGTF & Theater

- Focus IO discussion
  - Civil Affairs
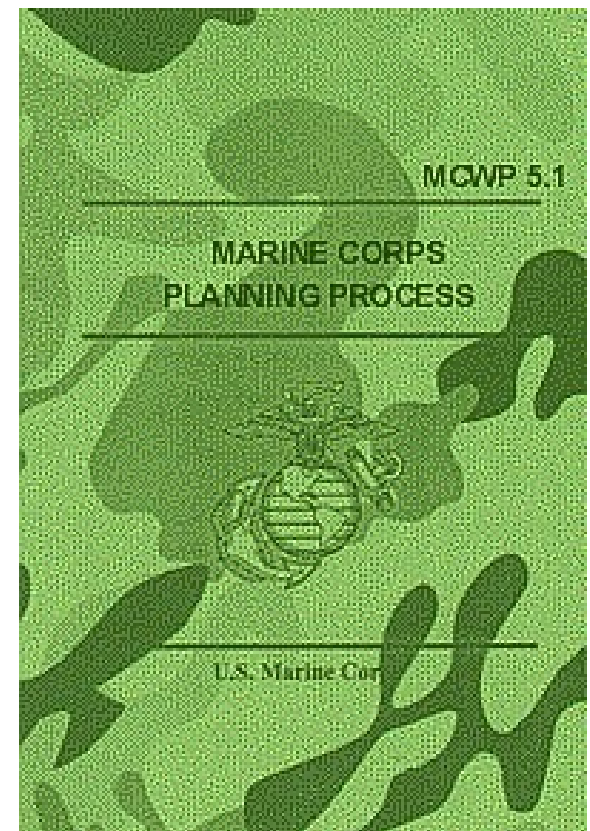 - Psychological Operations
  - Military Deception

References

JP 3-13

MCWP 3-40.4

MCWP 5.1

C2W, IW, & IO Defined

- <u>Command and Control Warfare</u> (C2W): An application of IO in military operations that specifically attacks and defends the C2 target set   JP 3-13

- <u>Information Warfare</u> (IW): Information Operations conducted during time of crisis or conflict to achieve or promote specific objectives over a specific adversary or adversaries   JP 3-13

- <u>Information Operations</u> (IO): Actions taken to affect adversary information and information systems while defending one's own information and information systems   JP 3-13

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IO Capabilities

- Deception
- Electronic Warfare
- Operations Security
- Psychological Operations
- Computer Network Operations

- Physical Attack
- Information Assurance
- Physical Security
- Counterintelligence

Deception

- Actions executed to deliberately mislead military decision-makers as to friendly military capabilities, intentions, and operations, thereby causing the adversary to take specific actions (or inactions) that will contribute to the accomplishment of the friendly mission

MCWP 3-40.4

Electronic Warfare

- Any military action involving the use of electromagnetic and directed energy to control the electromagnetic spectrum or to attack the enemy

  JP 1-02

- Divisions of EW
  - Electronic Support
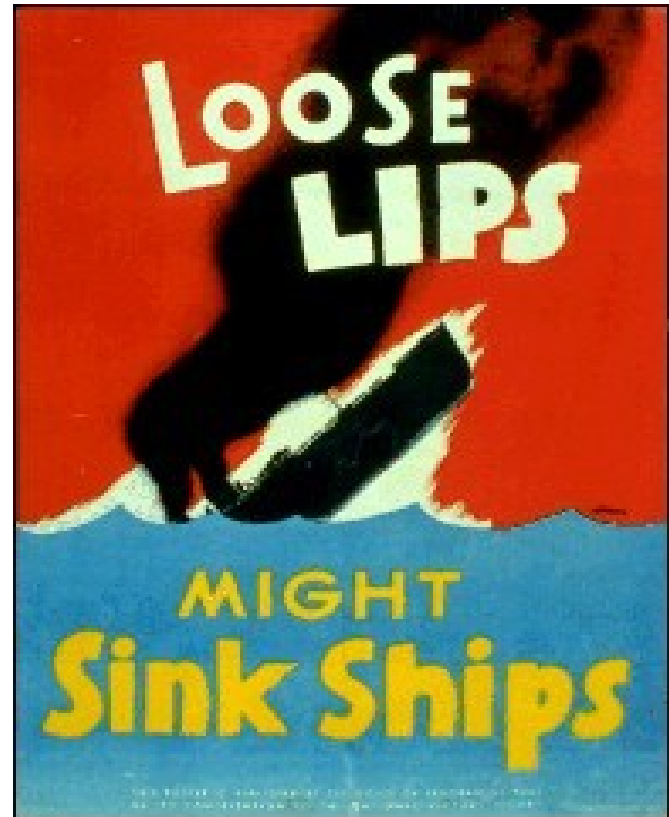 - Electronic Attack
  - Electronic Protection

Operations Security

- A process of identifying critical information and subsequently analyzing friendly actions attendant to military operations and other activities

JP 1-02

Psychological Operations

- Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals

JP 1-02

Computer Network Operations

- **Divisions of CNO**
  - Computer Network Attack
  - Computer Network Defense
  - Computer Network Exploitation

MCWP 3-40.4

Physical Attack

- The application of combat power to destroy or neutralize enemy forces and installations

MCWP 3-40.3

Information Assurance

- Protects and defends information and information systems by ensuring their availability, integrity, authentication, confidentiality, and non-repudiation
  - Information Security
  - Computer Security
  - Communications Security

JP 1-02

COMSEC

CLASSIFIED AREA .....WATCH IT!!

"a telephone is the enemy's cheapest agent"

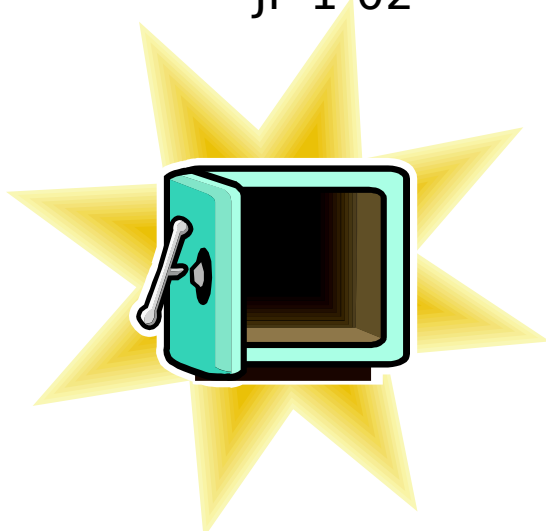# Physical Security

- That part of security concerned with physical measures designed to safeguard personnel; to prevent unauthorized access to equipment, installations, material, and documents; and to safeguard them against espionage, sabotage, damage, and theft.
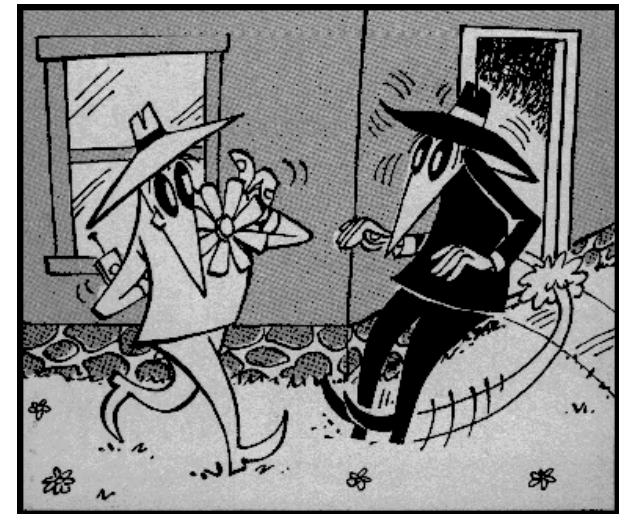
  JP 1-02

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Counterintelligence

- Information gathered and activities conducted to protect against espionage, other intelligence activities, sabotage, or assassinations conducted by or on behalf of foreign governments or elements thereof, foreign organizations, or foreign persons, or international terrorist activities

  JP 1-02
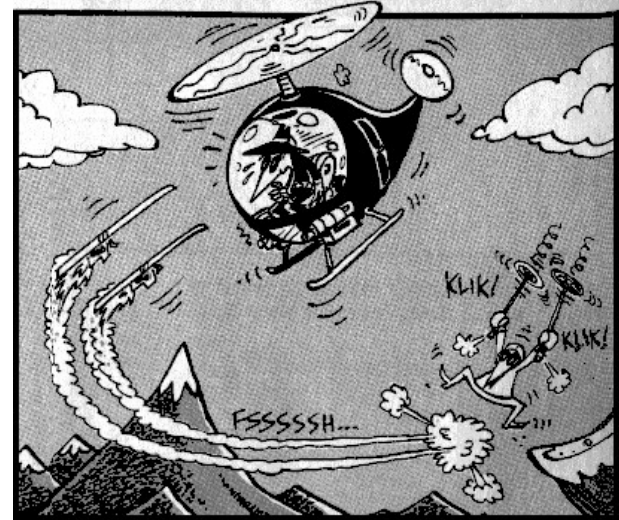
IO Capabilities

- Deception
- Electronic Warfare
- Operations Security
- Psychological Operations
- Computer Network Operations

- Physical Attack
- Information Assurance
- Physical Security
- Counterintelligence
- Public Affairs
- Civil-Military Operations

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Related Activities

- Public Affairs
  - Those public information, command information, and community relations activities directed toward both the internal and external publics with interest in the DOD

- Civil-Military Operations
  - Activities of a command that establish, maintain, influence, or exploit relations between military forces and civil authorities in order to facilitate military operations and consolidate military objectives

JP 1-02

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IO In The Single Battle

IO Mission Analysis

Force Protection	Force Enhancement	Battlespace Shaping	
Deny	**Disrupt / Degrade**	**Influence /**	
ID Friendly C2 systems ID EEFIs Friendly critical and vulnerable nodes	ID enemy COG Enemy critical and vulnerable nodes	Target audience analysis Themes, messages, and delivery means (including use of force)	**Conduct Nodal Analysis**
Prioritized C2 nodes Protective measures Execution matrix	Prioritized HVTL Execution matrix	External agency involvement in AOR Execution matrix	**Prioritize** **Determine Measures**

Tasking
Feedback & BDA

MCWP 3-40.3

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Theater IO Planning Responsibilities

MSTP

Combatant Commander	→	IO Objectives

Joint Force Commander	→	IO Procedures

IO CELL   **JPG**

Functional Component Commander	→	IO Plan

IO CELL   **OPG**

MAGTF Commander	→	IO Plan

IO CELL   **OPT**

Major Subordinate Commands	→	IO Tasks

OPT

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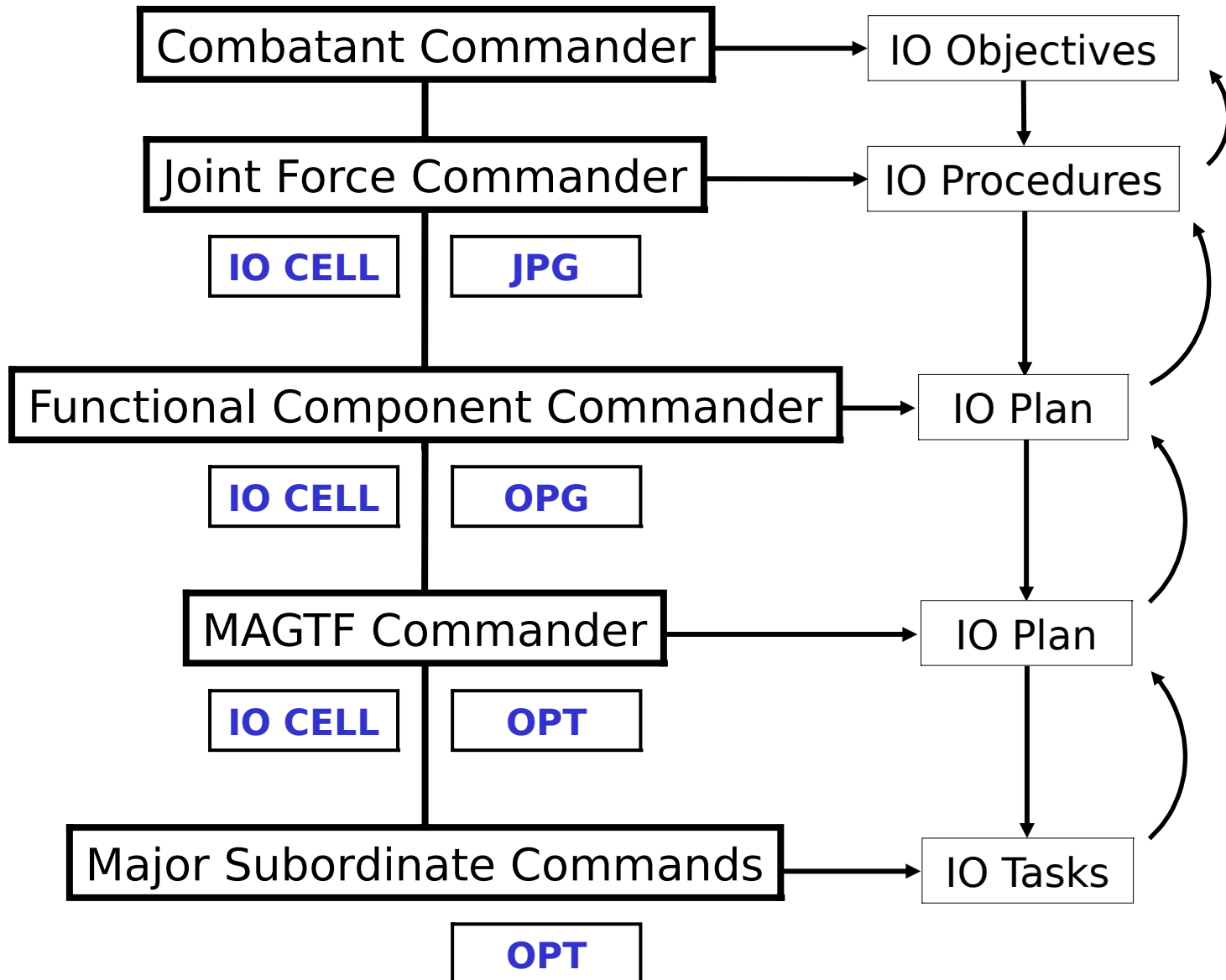
Notional MAGTF IO Cell

IO Officer

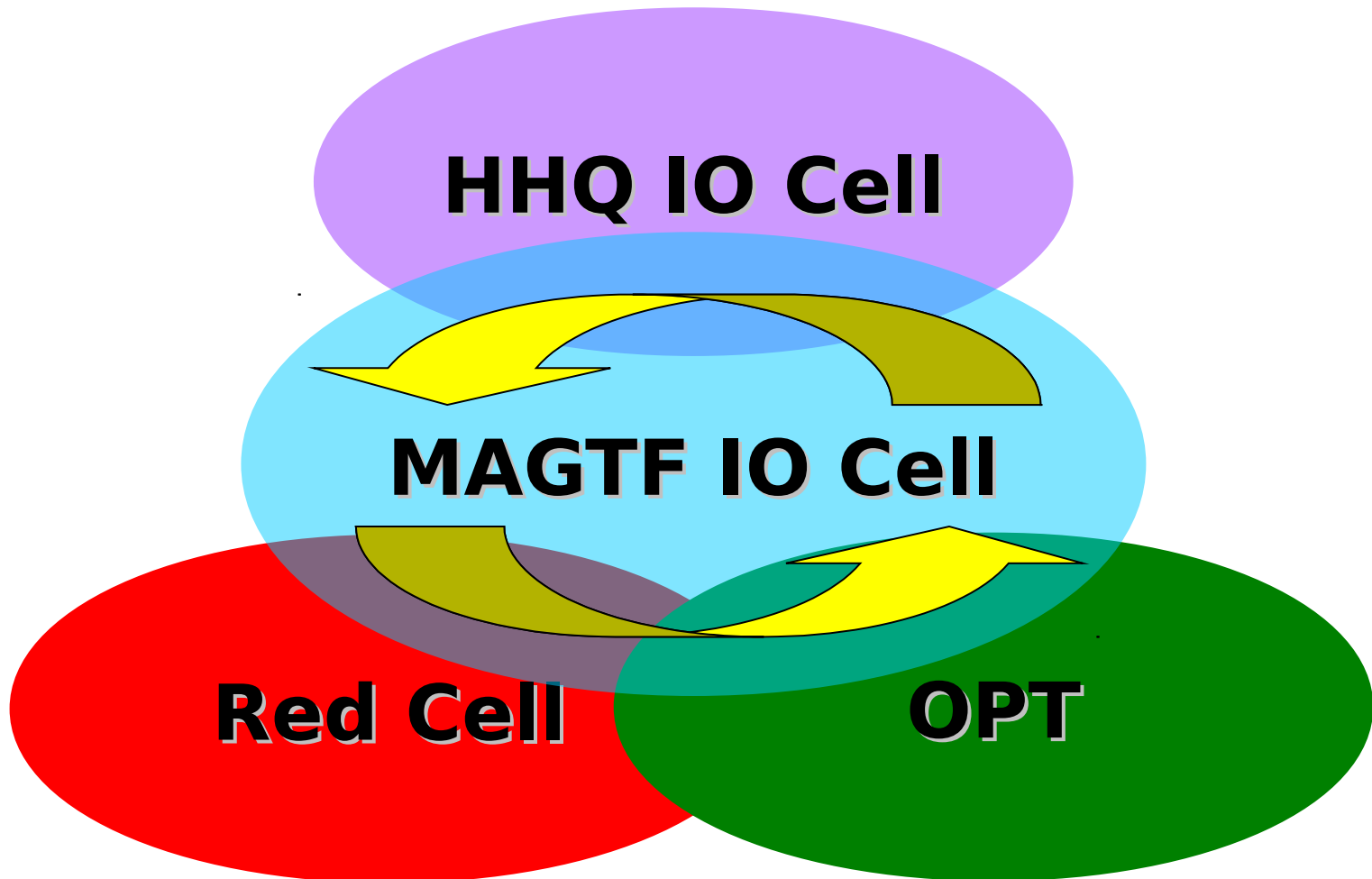|	
OPSEC Officer	G-2 Rep
PSYOP Officer	G-6 Rep
Deception Officer	SIO/STO Officer
EW Officer	Counter-Intel Officer
Targeting Rep	

Appropriate Representation
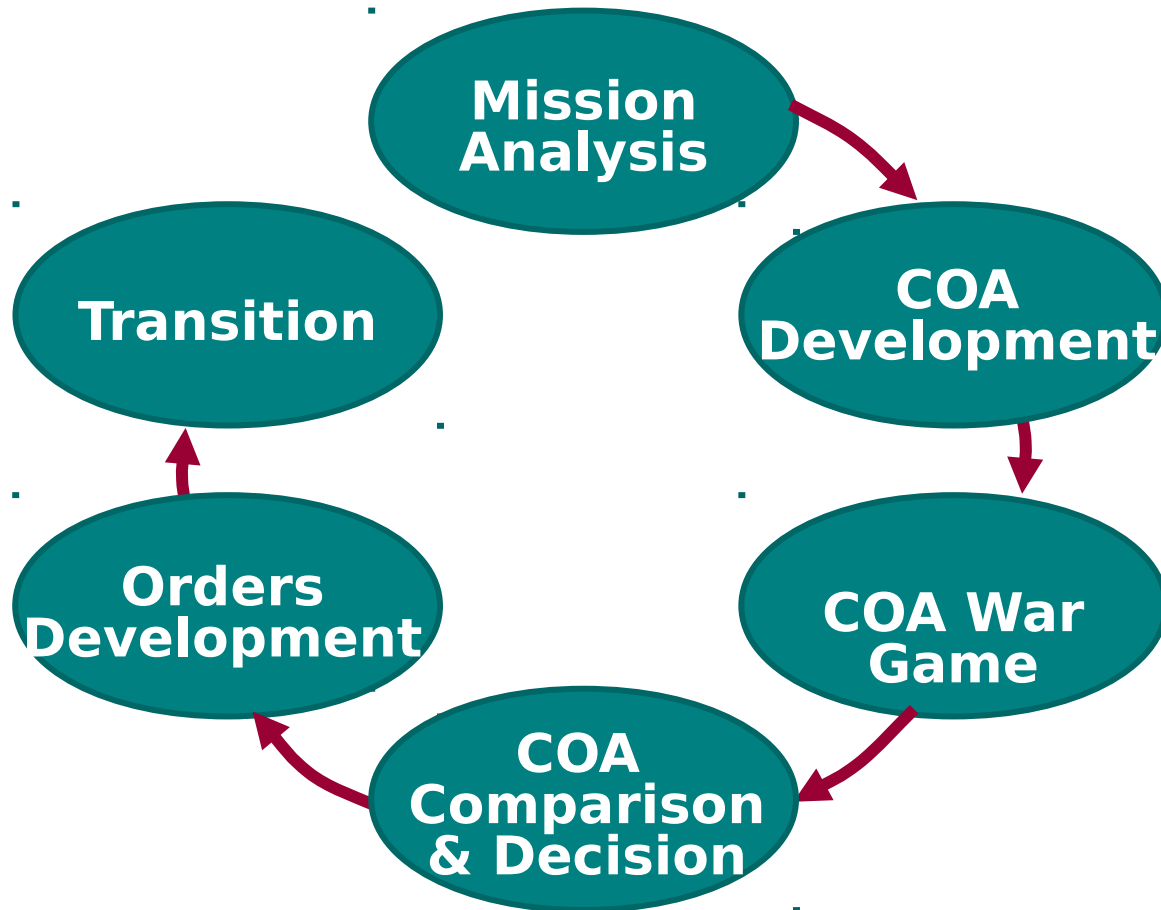
MCWP 3-40.4

Integrated IO Planning

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IO Planning In The MAGTF

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Commander's CBAE

Commander's Objectives

Commander's Essential Task

IO Objectives

DETER INSURGENT AGGRESSION

DEGRADE INSURGENT COMBAT POWER

MAINTAIN REGIONAL STABILITY

Degrade insurgent leadership confidence in their forces

Commander's Orientation

```
        Mission
        Analysis
Transition          COA
                 Development
Orders              COA War
Development          Game
        COA
        Comparison
        & Decision
```

- Based on the commander's understanding of the HHQ IO objectives
- Ensure Commander's Intent includes IO issues

Mission Analysis

- Review and analyze HHQ orders, objectives, and guidance
- Develop IPB for IO
- Initial IO concept developed
  - Force Protection
  - Force Enhancement
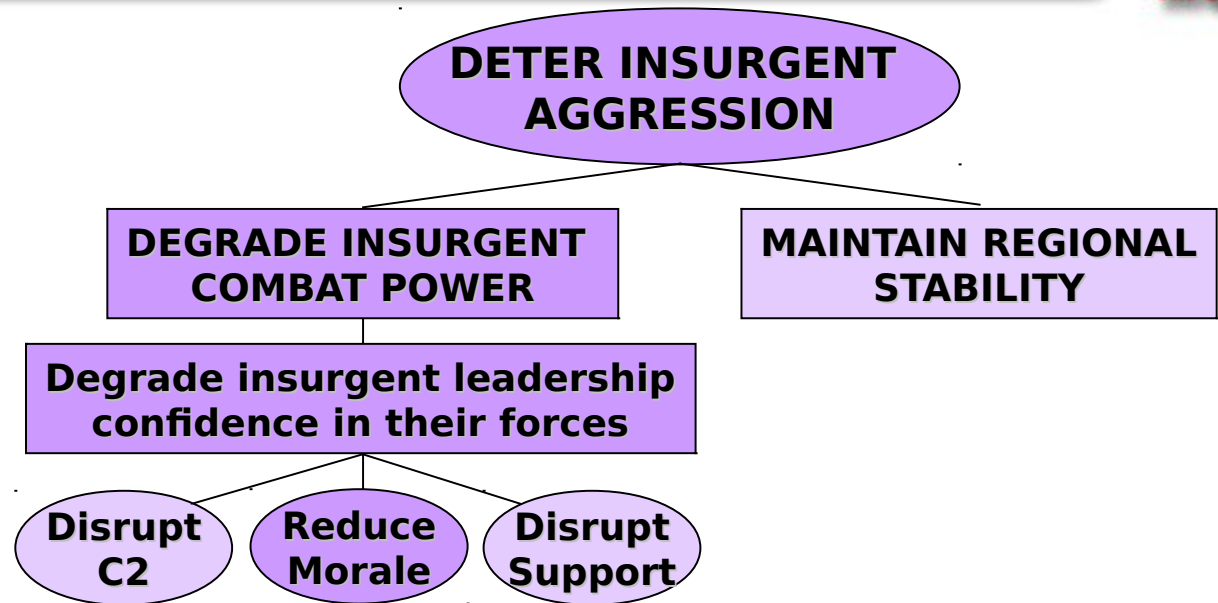 - Battlespace Shaping

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Mission Analysis

Commander's Objectives

Commander's Essential Task

IO Objectives

IO Sub-objectives

DETER INSURGENT AGGRESSION

DEGRADE INSURGENT COMBAT POWER

MAINTAIN REGIONAL STABILITY

Degrade insurgent leadership confidence in their forces

Disrupt C2

Reduce Morale

Disrupt Support

Commander's Guidance

- Approve IO objectives and sub-objectives
- Address emphasis areas and desired effects of IO

Mission Analysis

COA Development

Transition

Orders Development

COA War Game

COA Comparison & Decision

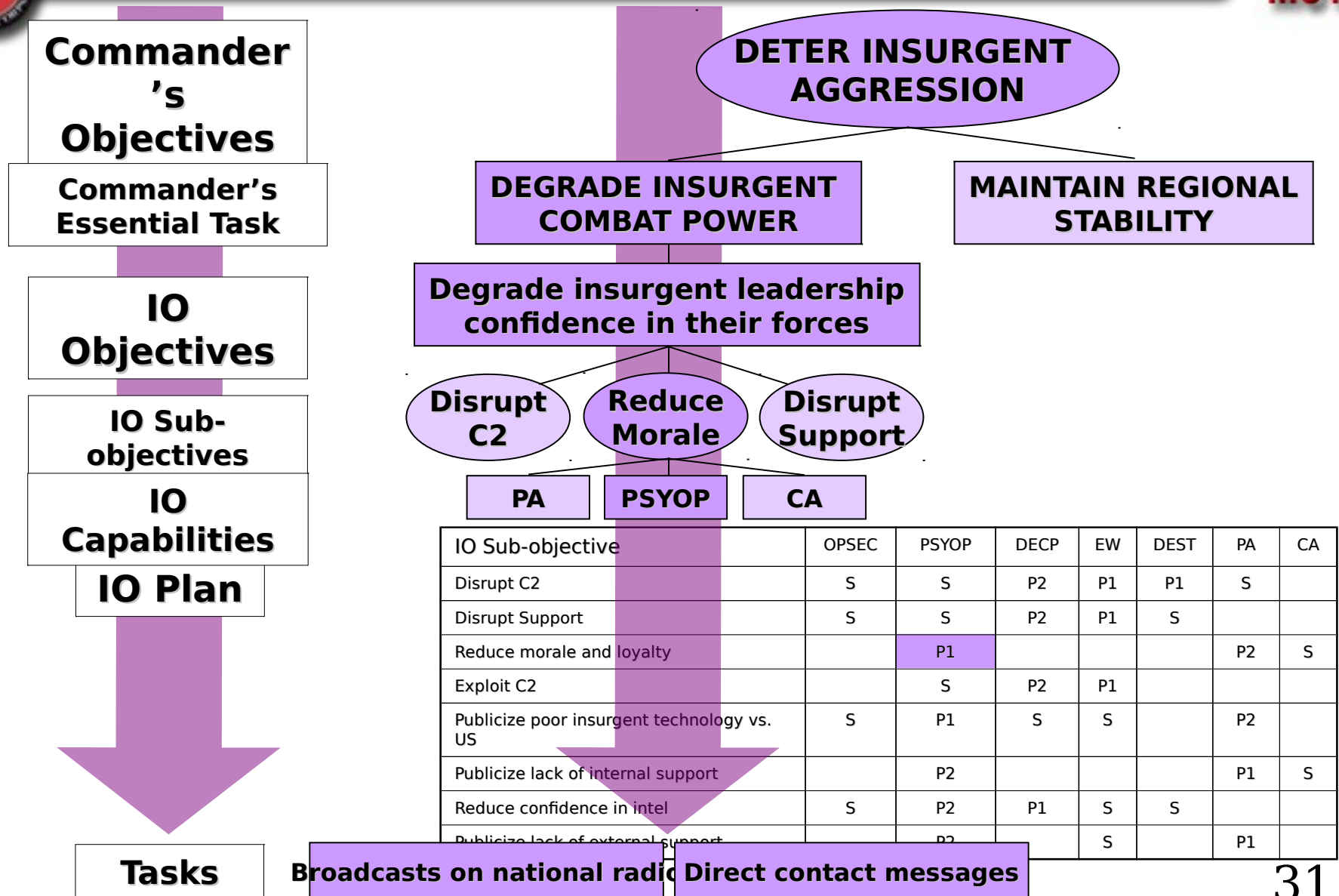| Force Protection	Force Enhancement	Battlespace Shaping
•Deny	•Disrupt •Degrade •Destroy	•Influence •Inform •Exploit
•Deny	•Disrupt •Degrade •Destroy	•Influence •Inform •Exploit

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COA Development

- Assess friendly vulnerabilities to enemy IO actions
- Update IO IPB
- Develop specific IO plans to support each COA
  – Force Protection
  – Force Enhancement
  – Battlespace Shaping

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COA Development

Commander's Objectives

Commander's Essential Task

IO Objectives

IO Sub-objectives

IO Capabilities

IO Plan

Tasks

DETER INSURGENT AGGRESSION

DEGRADE INSURGENT COMBAT POWER

MAINTAIN REGIONAL STABILITY

Degrade insurgent leadership confidence in their forces

Disrupt C2

Reduce Morale

Disrupt Support

PA

PSYOP

CA

IO Sub-objective	OPSEC	PSYOP	DECP	EW	DEST	PA	CA
Disrupt C2	S	S	P2	P1	P1	S	
Disrupt Support	S	S	P2	P1	S		
Reduce morale and loyalty		P1				P2	S
Exploit C2		S	P2	P1			
Publicize poor insurgent technology vs. US	S	P1	S	S		P2	
Publicize lack of internal support		P2				P1	S
Reduce confidence in intel	S	P2	P1	S	S		
Publicize lack of external support		P2			S		P1

Broadcasts on national radio **Direct contact messages**

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Commander's Guidance

Mission Analysis

Transition

COA Development

Orders Development

COA War Game
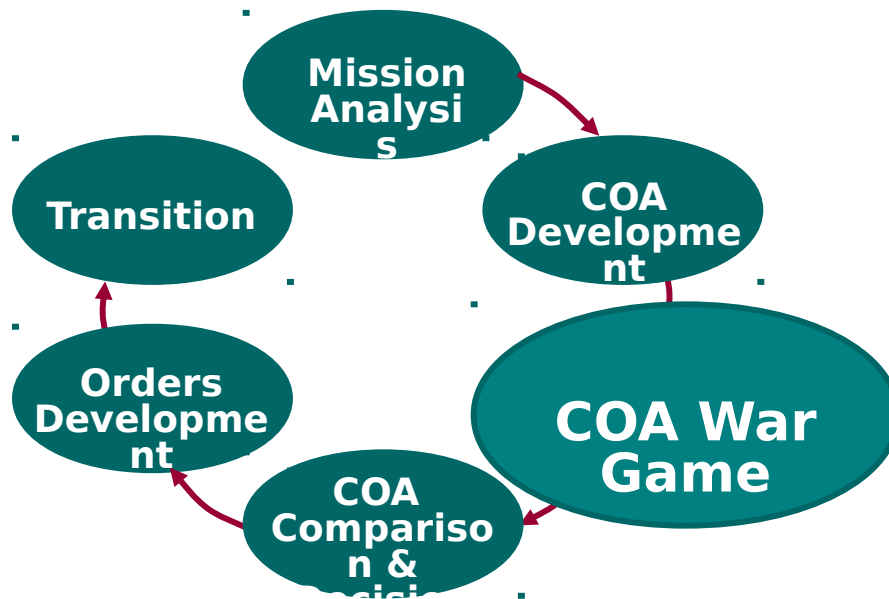
COA Comparison & Decision

- Commander's wargaming guidance & evaluation criteria
- Identify critical events to the OPT
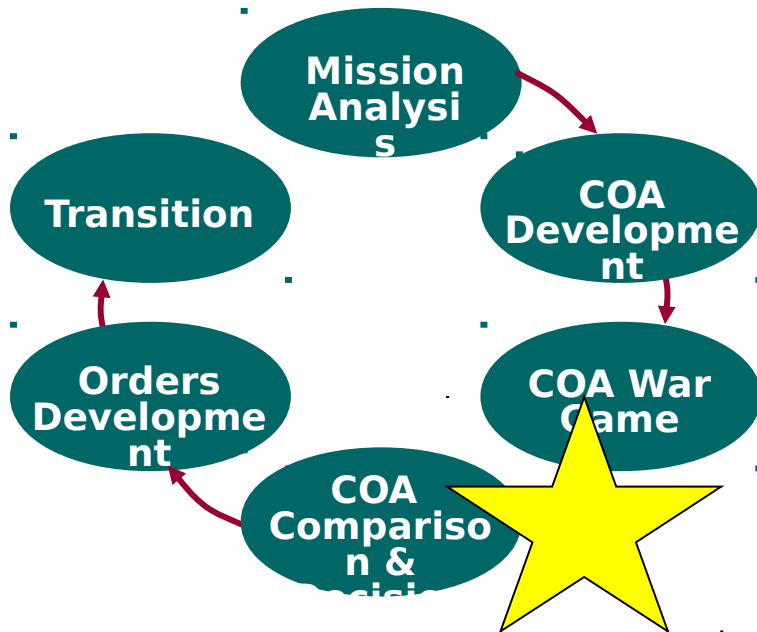 - Decisive effects

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COA War Game

- Refine & validate concepts
- Determine capability of IO to support each COA
  - Test effects that the commander used to be decisive
- Red Cell participation

Commander's Guidance

Mission Analysis

COA Development

Transition

COA War Game

Orders Development

COA Comparison & Decision

- Further guidance based on the results of the wargame
- Approval on IO branch plans or IO involvement in other branch plans (if required)

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COA Comparison & Decision

- Formal estimate of supportability provided to the commander

Mission Analysis

COA Development

Transition

COA War Game

Orders Development

COA Comparison & Decision

Commander's Guidance

- Approves IO plan

Mission Analysis

COA Development

COA War Game

COA Comparison & Decision

Orders Development

Transition
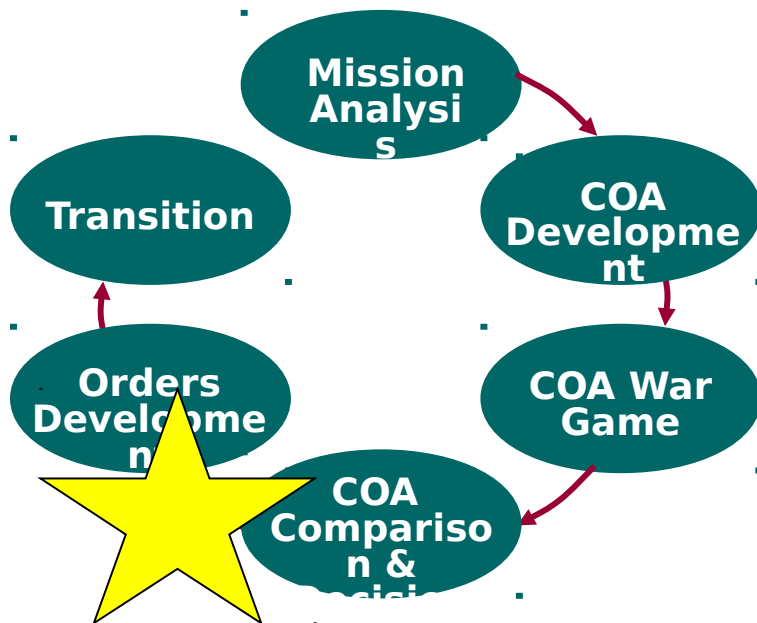
Orders Development

- Turns IO concept of support into sections of the Operation Order

Mission Analysis

COA Development

COA War Game

COA Comparison & Decision

Orders Development

Transition

Commander's Guidance

Mission Analysis

COA Development

COA War Game

COA Comparison & Decision

Orders Development
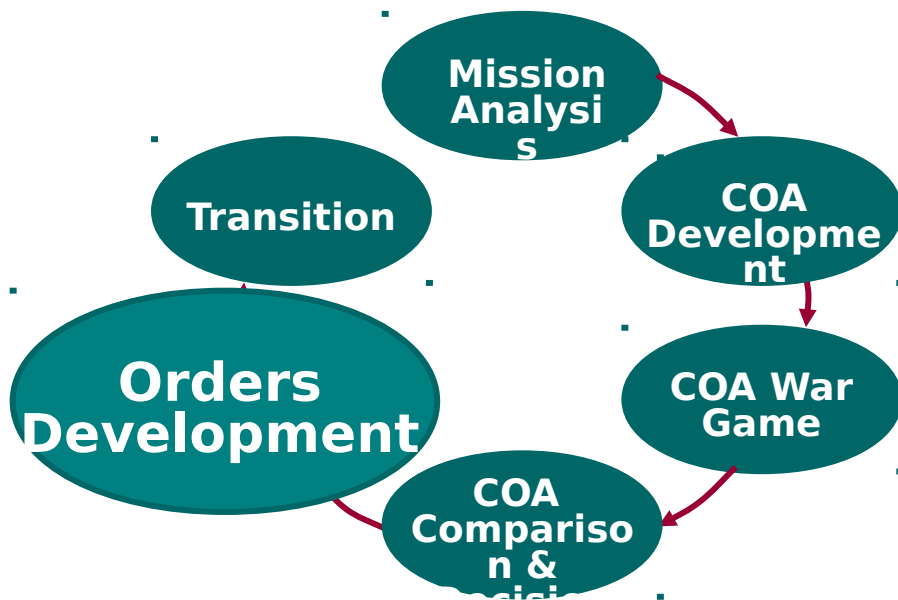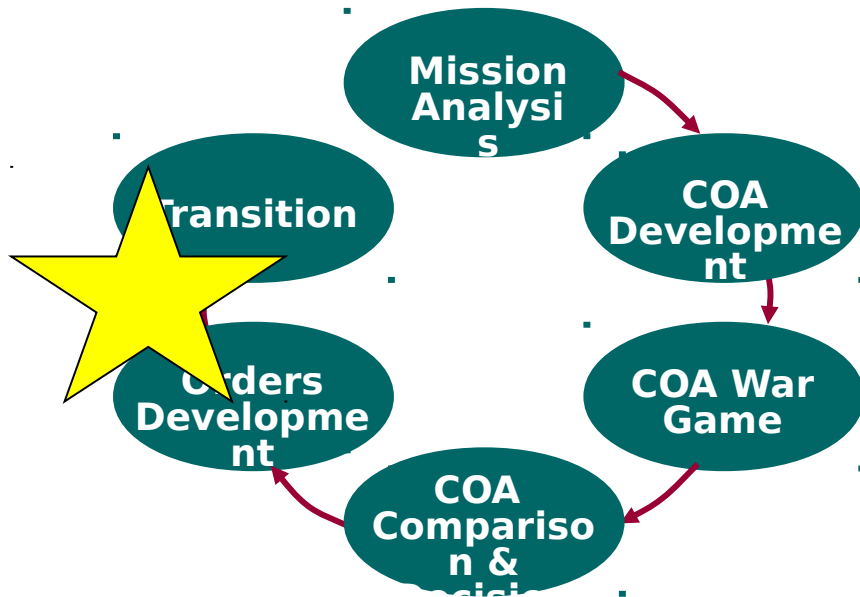
Transition

- Ensure IO portions of the order are known and understood
  - Method reflects effects of IO as it relates to purpose & endstate
  - IO as a supporting Concept and relation to CONOPS

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Transition

- Transition from planning to execution
- Brief the staff
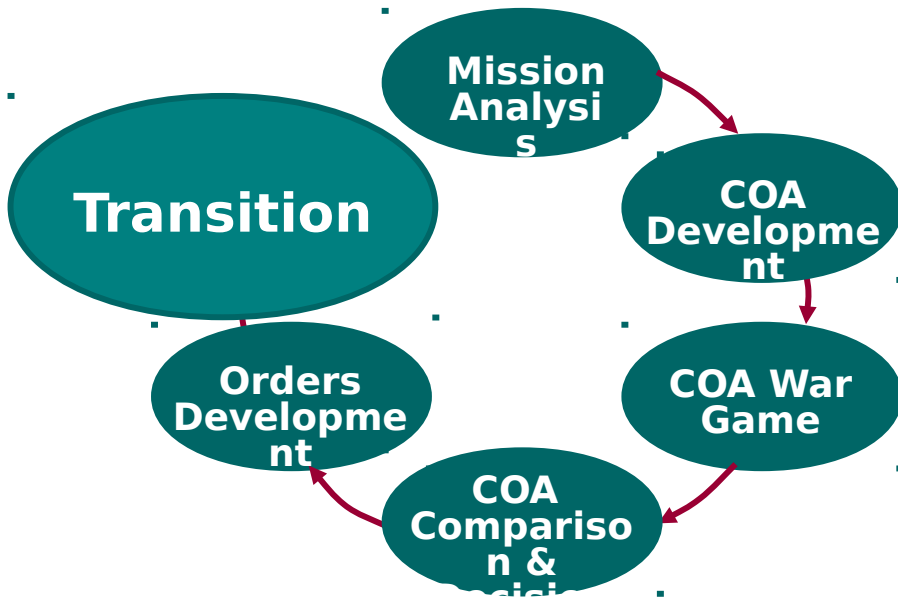
MAGTF IO Capabilities

- MAGTF tools
  - EA-6B
  - Radio Battalion
  - PSYOP (augment)
  - Civil Affairs
  - Public Affairs
  - Staff Judge Advocate

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Planning Resources

FIWC
Norfolk, VA

AFIWC
San Antonio, TX

JIOC
San Antonio, TX

1st IOC (LIWA)
Ft. Belvoir, VA

N/A

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Focused Discussion

- Civil Affairs
- Psychological Operations
- Military Deception
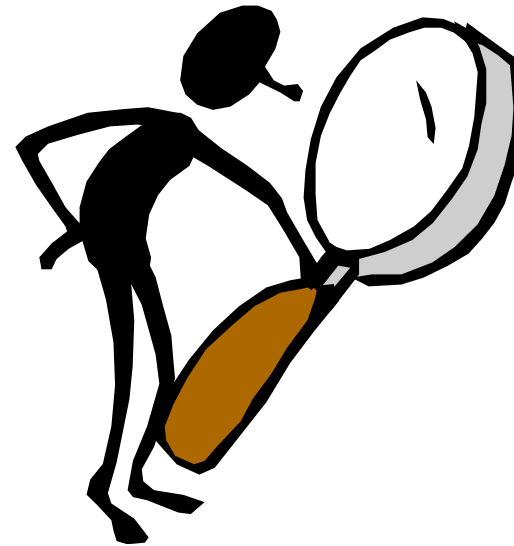
Civil Affairs Planning Considerations

The activities of a commander that establish, maintain, influence, or exploit relations between military forces and civil authorities in order to facilitate military operations and consolidate operational objectives.

JP 1-02

- Reduces negative effects of a military operation on civilian population
- Facilitates procurement of civilian resources for military use
- Establishes processes that the population is expected to follow to coexist with military
- CA brings planning expertise – not resources
- CA expertise is resident in the USMCR

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PSYOPS Planning Considerations

Psychological Operations convey selected information and indicators to influence the emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals
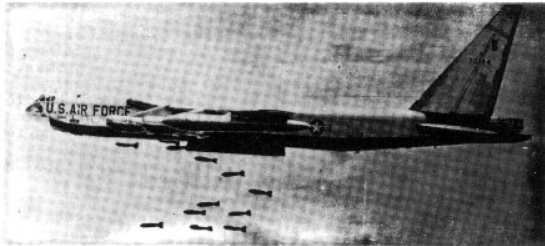
JP 1-02

- Combatant commander develops PSYOP plan
- PSYOP only uses the truth
- Resources:
  – 4th POG
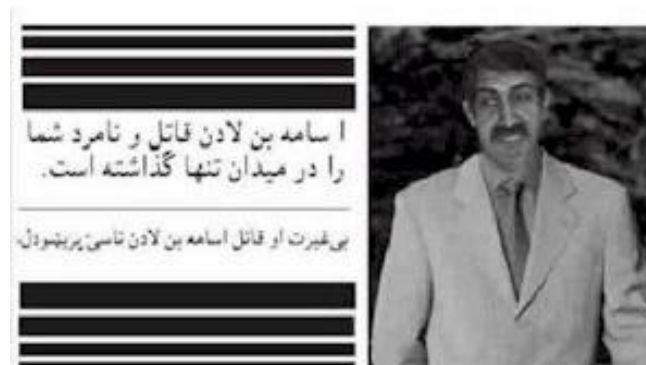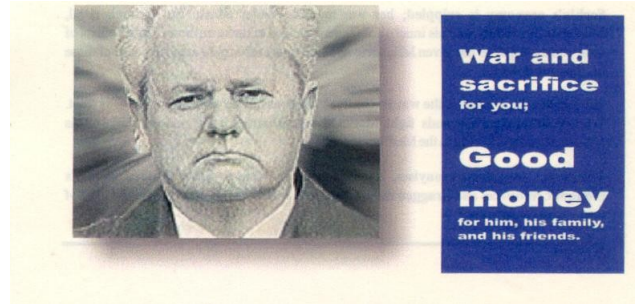 – EC-130E (Commando Solo)
  – Leaflet canister bombs

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Leaflets

Deception Planning Considerations

- Deception causes adversary commanders to form inaccurate impressions about friendly force capabilities or intentions
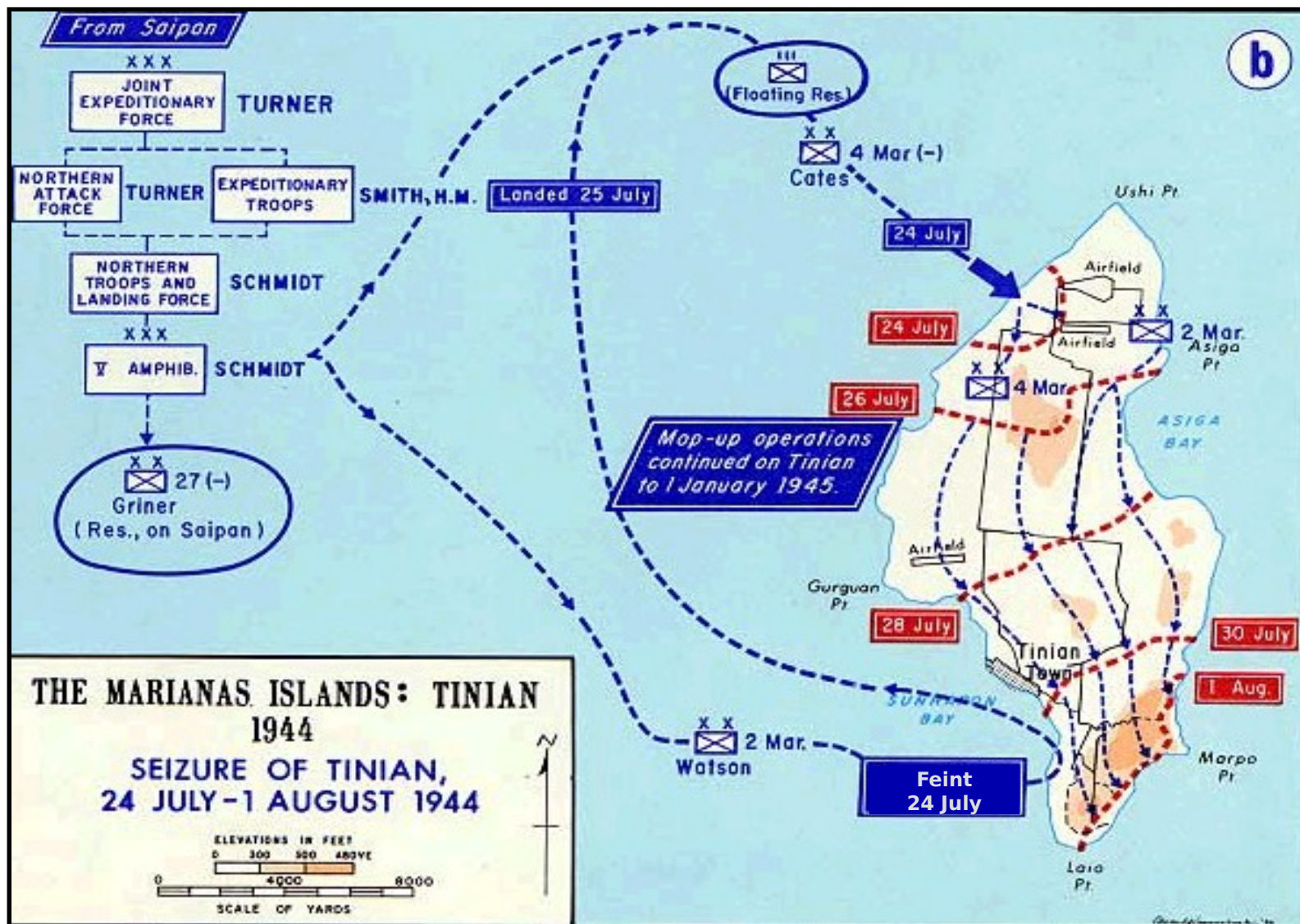
  JP 3-13

- Obj: Desired result of the deception Op
- Target: Adversary Decision maker
- Story: Scenario (friendly actions)
- Means: Physical, technical, administrative
- Deception Action: display, ruse, feint, demonstration   JP 3-58

Deception effort must be properly resourced and have a clear purpose to be effective

Tinian

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# Tinian

- Objective
  - Fix the Japanese in their prepared positions in the vicinity of Tinian Town long enough to establish a beach head around White beaches

- Target
  - Colonel Takashi Ogata

- Story
  - US doctrine called for 2000 yds of contiguous beach for a division landing
  - "Limitation" reinforced by recent landing at Siapan
  - Pre-assualt bombardment focused on Tinian Town

- Means
  - Physical, administrative

- Deception Action
  - Feint

THE MARIANAS ISLANDS: TINIAN 1944
SEIZURE OF TINIAN, 24 JULY–1 AUGUST 1944
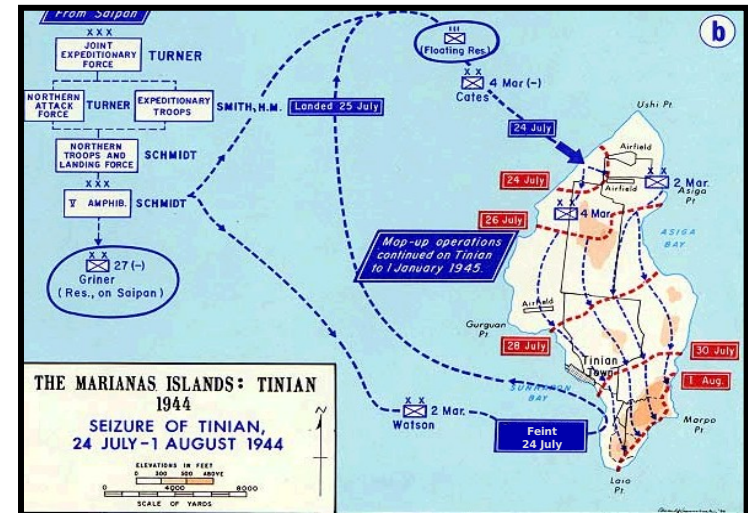
Admiral Ellis

- "At once a great success…and perhaps the greatest failure of the war."
  - "First IO Cell activated at the JTF-level."
  - "All the tools are in place…only a few were used."
  - "Great people…with great access to leadership…but too junior and from the wrong communities to have the required impact on planning and execution."
  - "Incredible potential…but not yet understood by war fighters…and classified beyond their access."
- "Properly executed, IO could have halved the length of the campaign."

Summary

- Discussed and define IO actions

- Discussed MAGTF & theater IO planning

- Focused IO discussion
  – Civil Affairs
  – Psychological Operations
  – Military Deception